

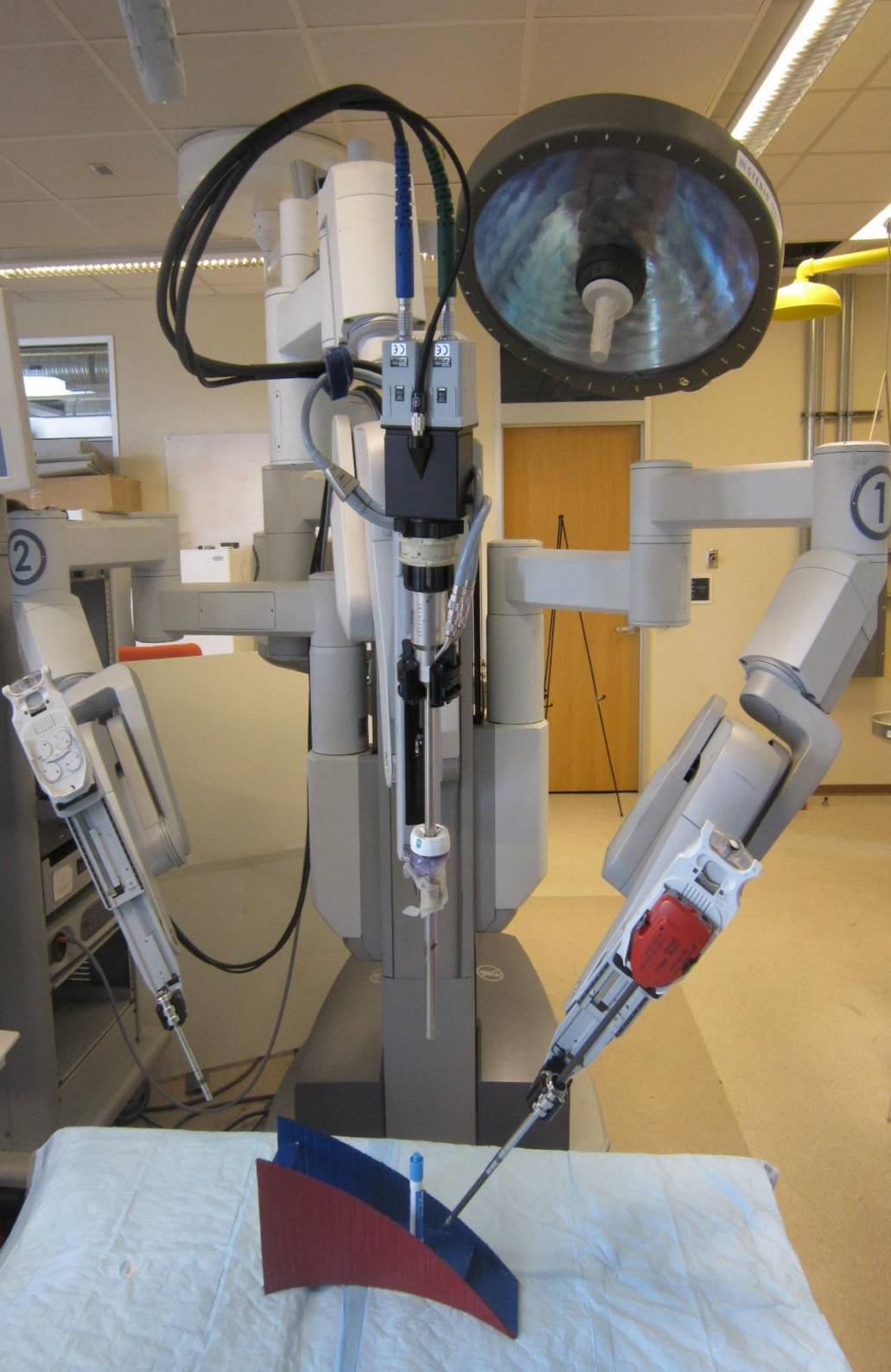
Project 16: Da Vinci Intelligent Surgical Assistance

Seminar Presentation

Chris Paxton

Mentors: Kel Guerin, Jon Bohren, Prof. Greg Hager

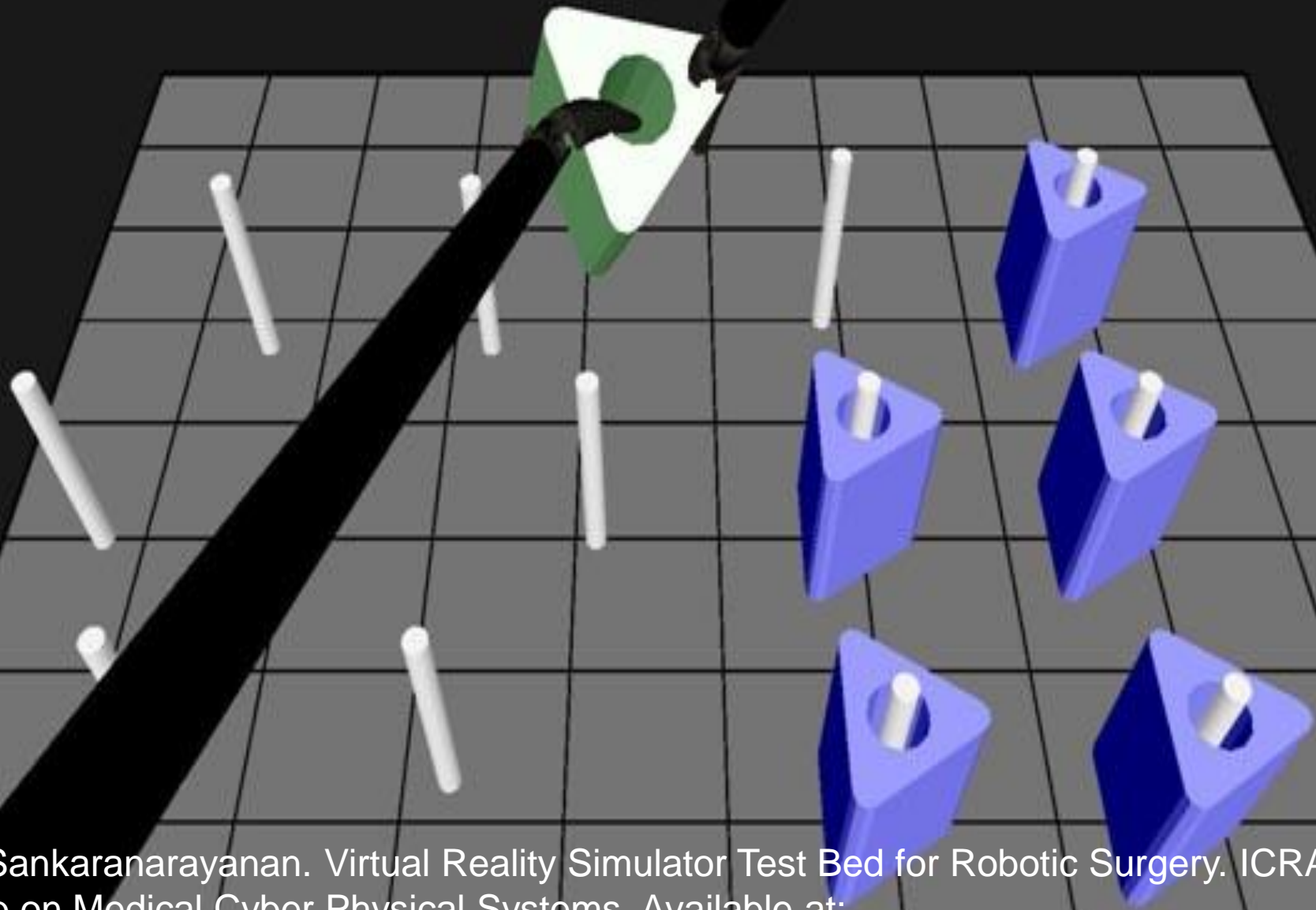




Goals

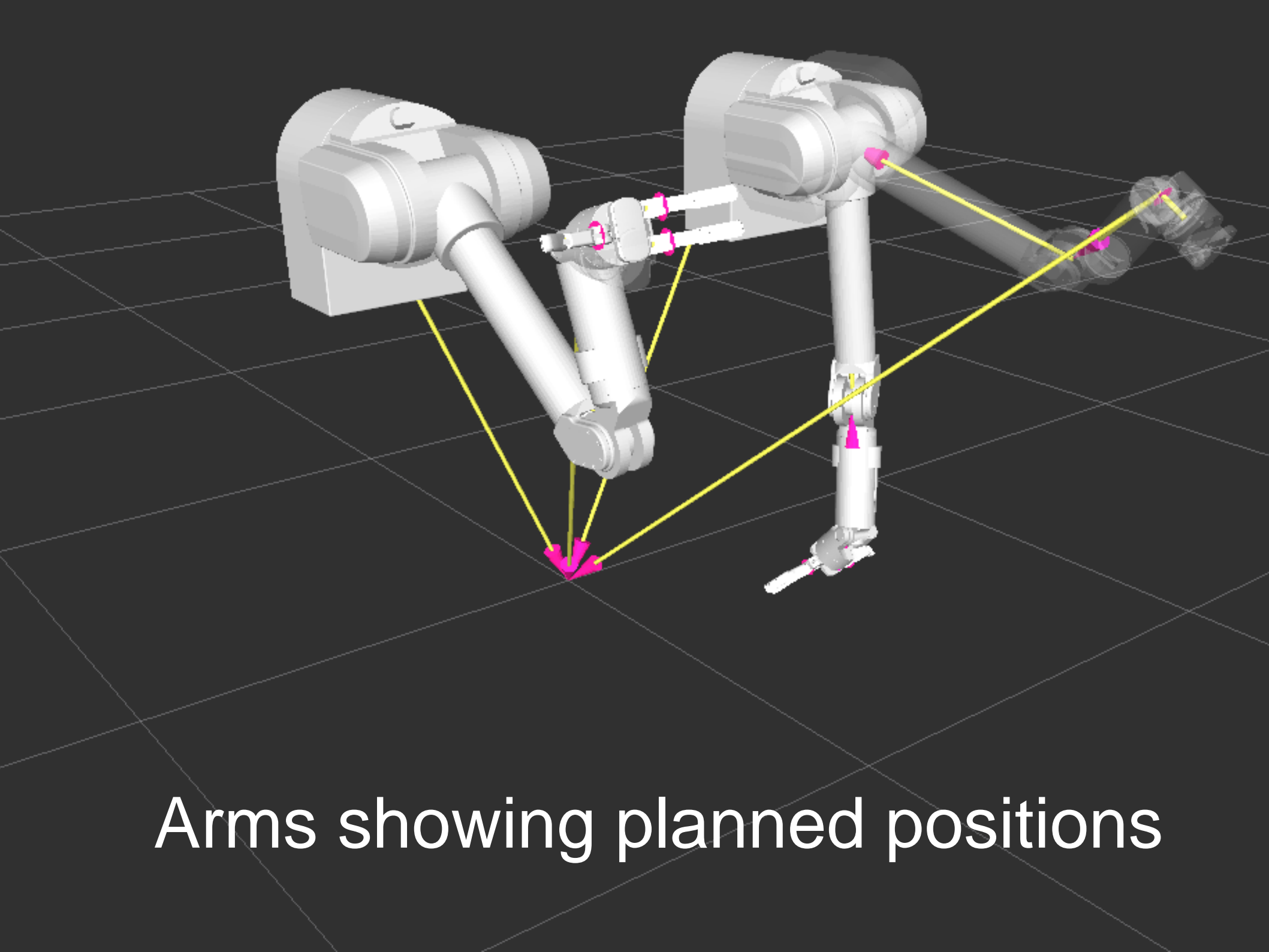
- Learning from demonstration how to perform tasks (IOC)
- Collaborative execution of a simple pick and place task
- Collaborative execution of a robotic suturing task

Application: Peg Transfer Task

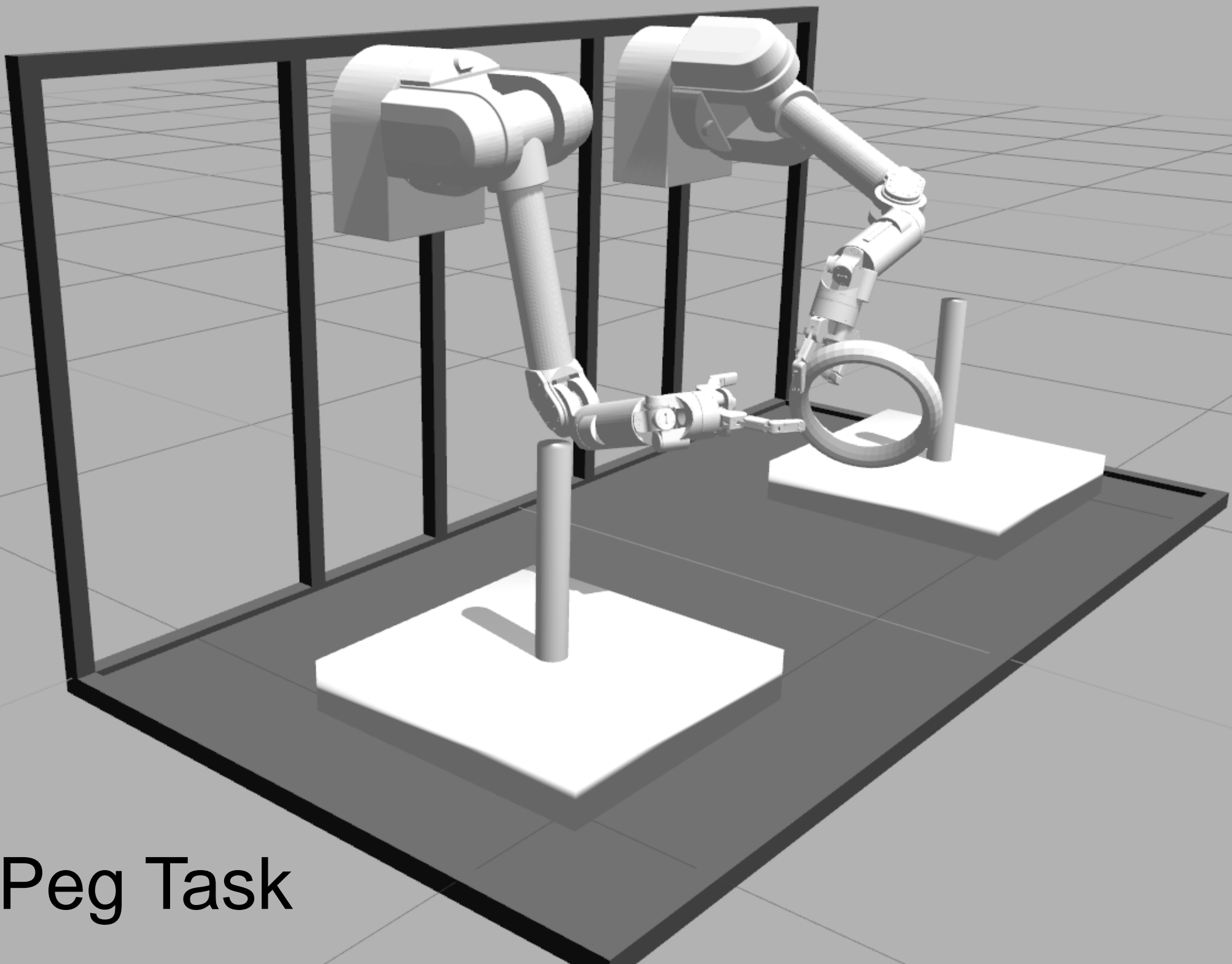


Ganesh Sankaranarayanan. Virtual Reality Simulator Test Bed for Robotic Surgery. ICRA 2010 Workshop on Medical Cyber Physical Systems. Available at:

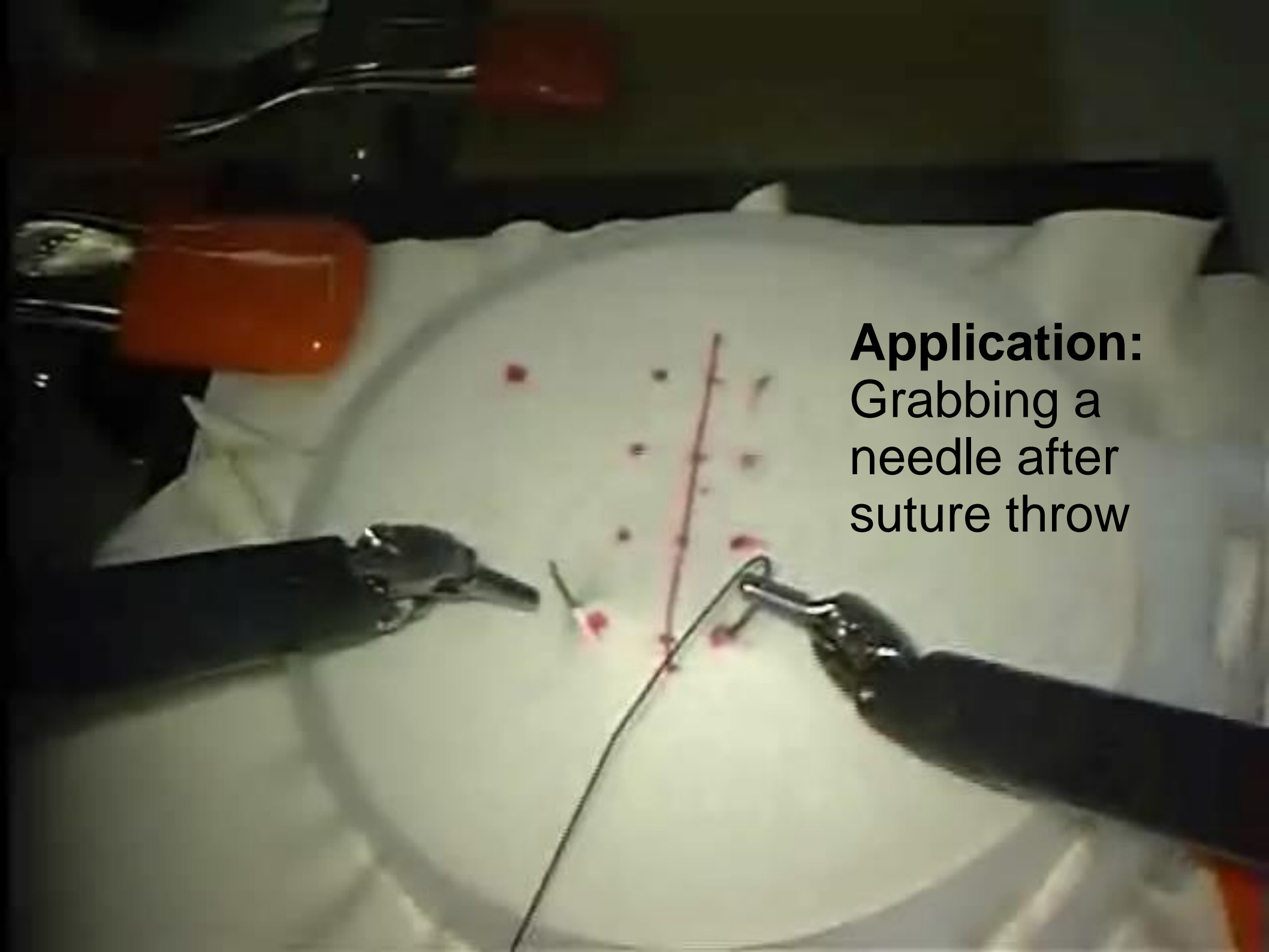
<http://robotics.case.edu/ICRA2010/MedicalCyberPhysicalSystems.html>



Arms showing planned positions

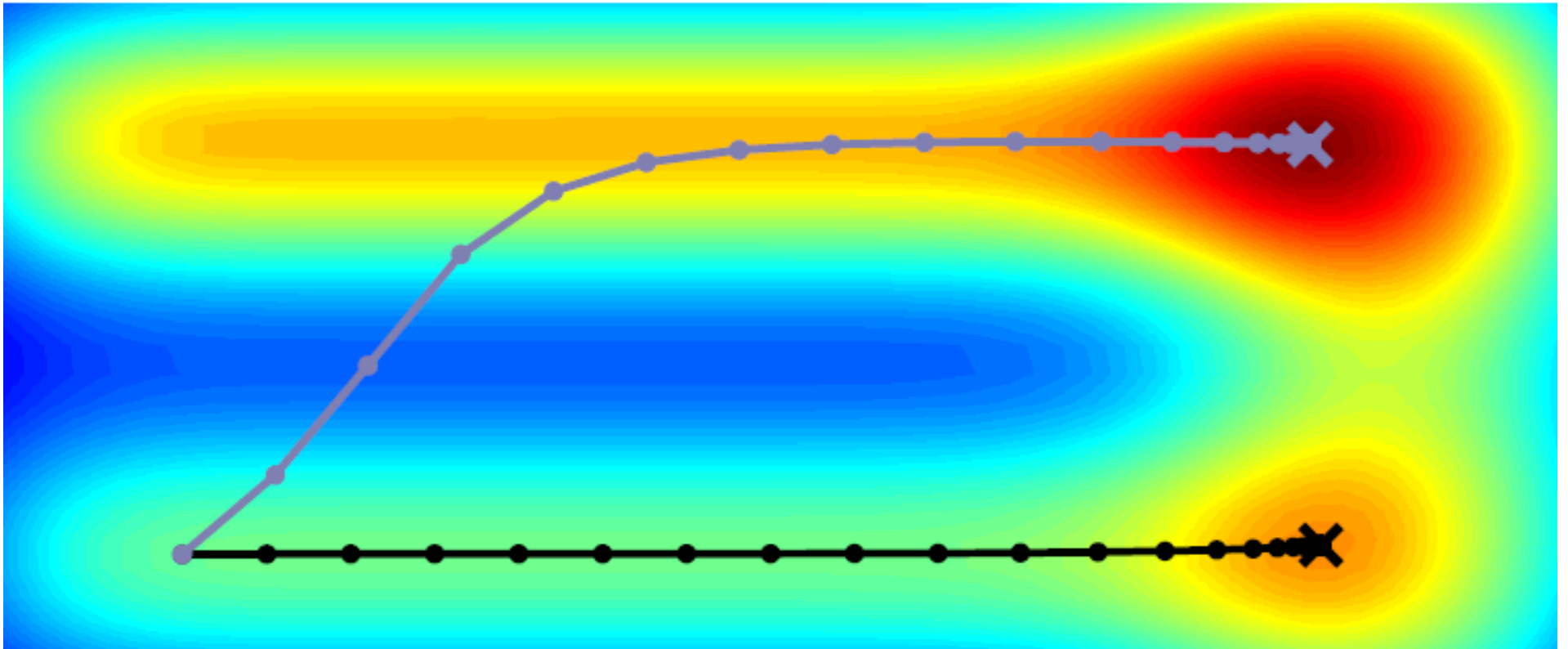


Peg Task



Application:
Grabbing a
needle after
suture throw

Paper 1: Continuous IOC with Locally Optimal Examples



S. Levine and V. Koltun. Continuous inverse optimal control with locally optimal examples. In Proceedings of the 29th International Conference on Machine Learning, ICML 2012, volume 1, pages 41 – 48, 2012.

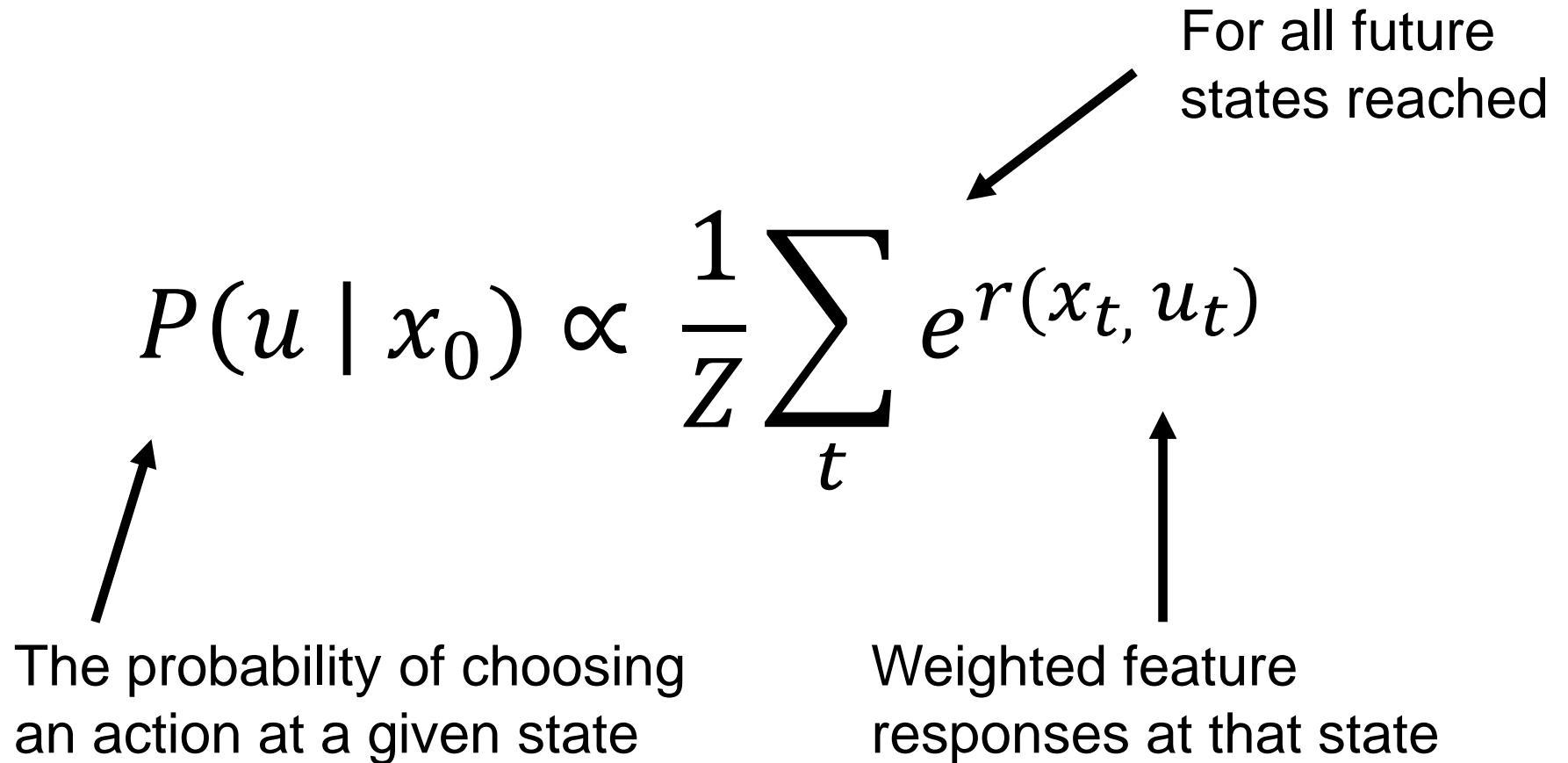
Inverse Optimal Control

$$P(u | x_0) \propto \frac{1}{Z} \sum_t e^{r(x_t, u_t)}$$

For all future states reached

The probability of choosing an action at a given state

Weighted feature responses at that state



Inverse Optimal Control

$$P(u | x_0) \propto \frac{1}{Z} \sum_t e^{r(x_t, u_t)}$$



Partition function; extremely expensive to compute!

Rewriting the Equation

Continuous version of
normalization term

$$P(u | x_0) = e^{r(u)} \left(\int_t e^{r(\hat{u})} du \right)^{-1}$$

Reward along path (x_0, u)

Reward along alternate
paths

Second Order Taylor Expansion of Reward Function

$$r(\hat{u}) \approx r(u) + (\hat{u} - u)^T \frac{\delta r}{\delta u} + \frac{1}{2} (\hat{u} - u)^T \frac{\delta^2 r}{\delta u^2} (\hat{u} - u)$$

Gradient g



Hessian H



Rewriting the Equation

$$r(\hat{u}) \approx r(u) + (\hat{u} - u)^T \frac{\delta r}{\delta u} + \frac{1}{2} (\hat{u} - u)^T \frac{\delta^2 r}{\delta u^2} (\hat{u} - u)$$

$$P(u | x_0) = \frac{e^{r(u)}}{\int_t e^{r(u) + (\hat{u} - u)^T g + \frac{1}{2} (\hat{u} - u)^T H (\hat{u} - u)} du}$$

Normalization term

Taylor expansion of the
reward along alternate
paths

Gaussian Approximation

$$P(u | x_0) = \frac{e^{r(u)}}{\int_t e^{r(u) + (\hat{u}-u)^T g + \frac{1}{2}(\hat{u}-u)^T H (\hat{u}-u)} du}$$

$$= e^{\frac{1}{2}g^T H^{-1}g} + | -H |^{\frac{1}{2}} (2\pi)^{-\frac{n}{2}}$$

Dimensionality of u



$$\frac{1}{2}g^T H^{-1}g + \frac{1}{2}\log | -H | - \frac{n}{2}\log 2\pi$$

Log Likelihood

Gaussian Kernel

$$\log P(u | x_0) = \frac{1}{2} g^T H^{-1} g + \frac{1}{2} \log |-H| - \frac{n}{2} \log 2\pi$$

$$\log P(y, \lambda, \beta | F) = -\frac{1}{2} y^T K^{-1} y - \frac{1}{2} \log |K| + \log P(\lambda, \beta | F)$$

Gaussian kernel covariance

Gaussian kernel weights

Set of inducing feature points

We can use either a linear or nonlinear kernel; the authors examine a Gaussian kernel.

Gaussian Kernel

$$\log P(u | x_0) = \frac{1}{2} g^T H^{-1} g + \frac{1}{2} \log | -H | - \frac{n}{2} \log 2\pi$$

$$\log P(y, \lambda, \beta | F) = -\frac{1}{2} y^T K^{-1} y - \frac{1}{2} \log | K | + \log P(\lambda, \beta | F)$$

Defined such that $K_{i,j} = k(f^i, f^j, \lambda, \beta)$

$$k(f^i, f^j, \lambda, \beta) = \beta \exp \left(-\frac{1}{2} \sum_k \lambda_k [(f_k^i - f_k^j)^2 + 1_{i \neq j} \sigma^2] \right)$$

Gaussian Kernel

Hyperparameter log likelihood:

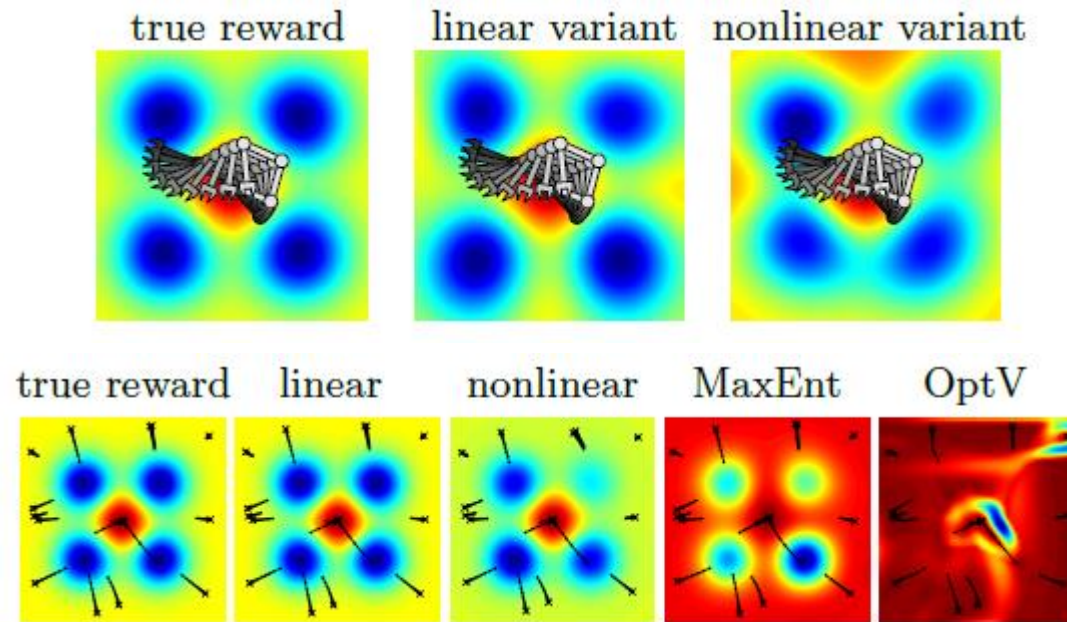
$$\log P(\lambda, \beta | \mathbf{F}) = -\frac{1}{2} \text{tr}(\mathbf{K}^{-2}) - \sum_k \log(\lambda_k + 1)$$

Reward at a given feature point:

$$r(\mathbf{x}_t, \mathbf{u}_t) = \mathbf{k}_t \alpha + \theta^T \mathbf{f}_\ell(\mathbf{x}_t, \mathbf{u}_t)$$

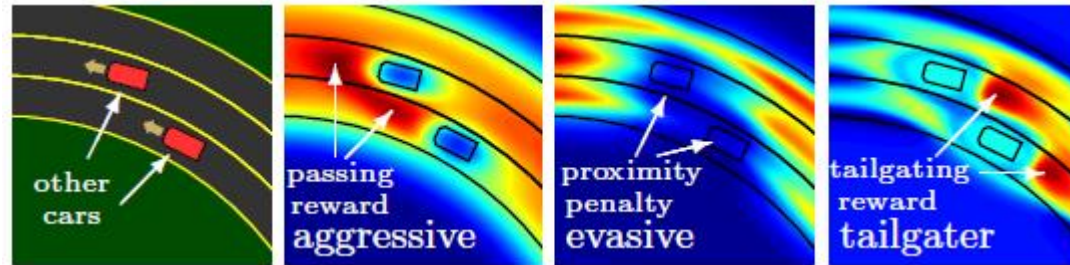
$$\alpha = \mathbf{K}^{-1} \mathbf{y}$$

Experiment: Multi-Link Arm



- Robot arm/planar navigation demonstrations computed according to a Gaussian reward function with four peaks
- Algorithm was best able to recover this reward function

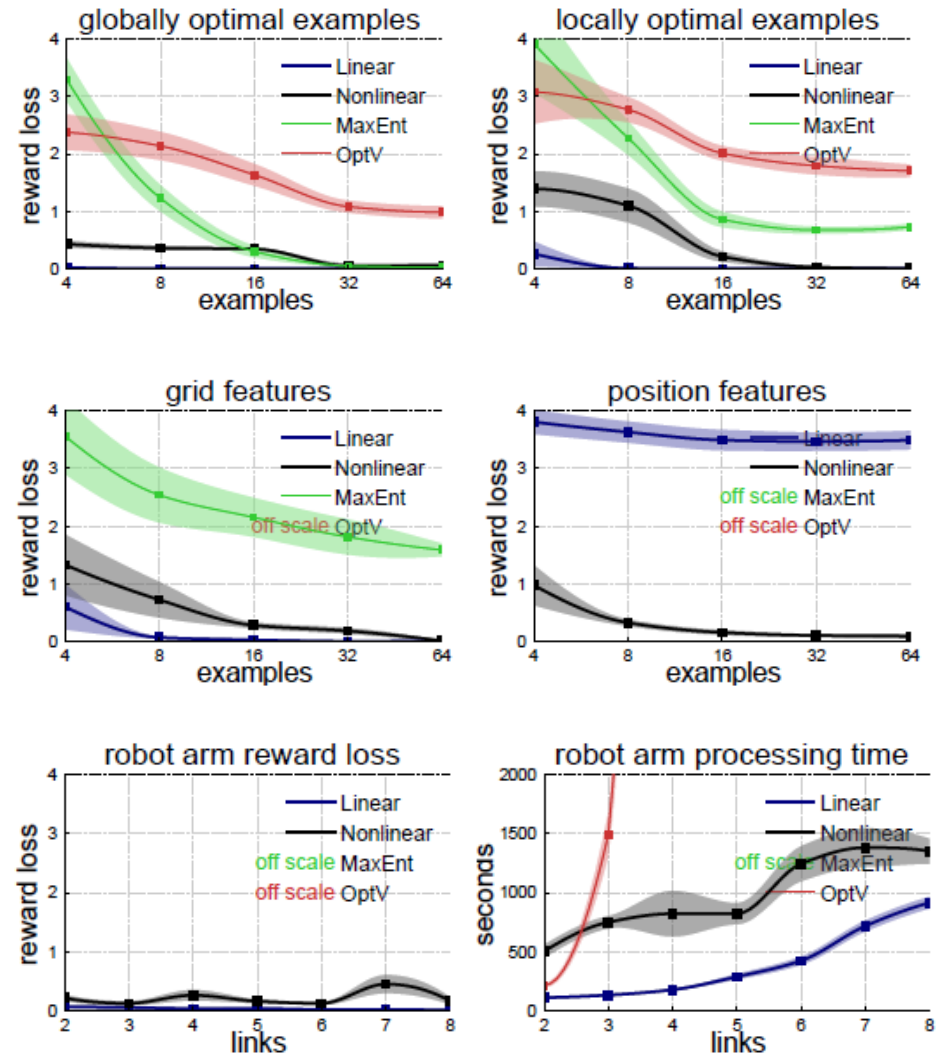
Experiment: Highway Driving



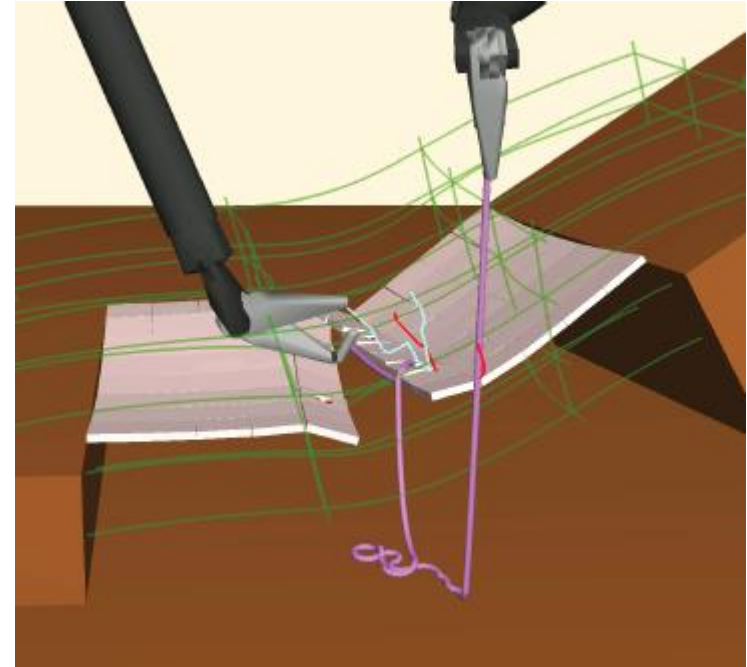
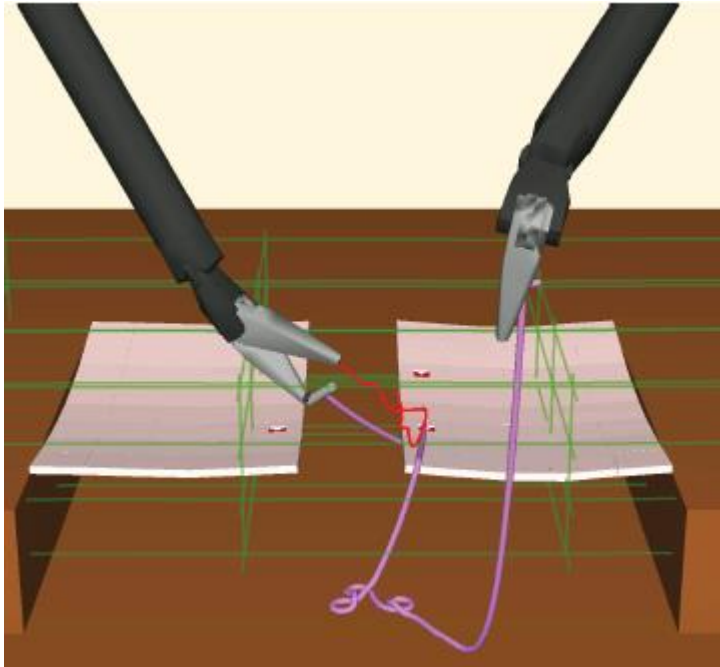
- Able to mimic different driving styles very effectively:
 - Tested with aggressive driving, evasive driving, or tailgating other cars
- Changed lanes to avoid other cars

Results

- Can be applied to locally optimal data
- Can be applied to limited features (ex: just position data, in the arm task)
- Comparatively efficient processing

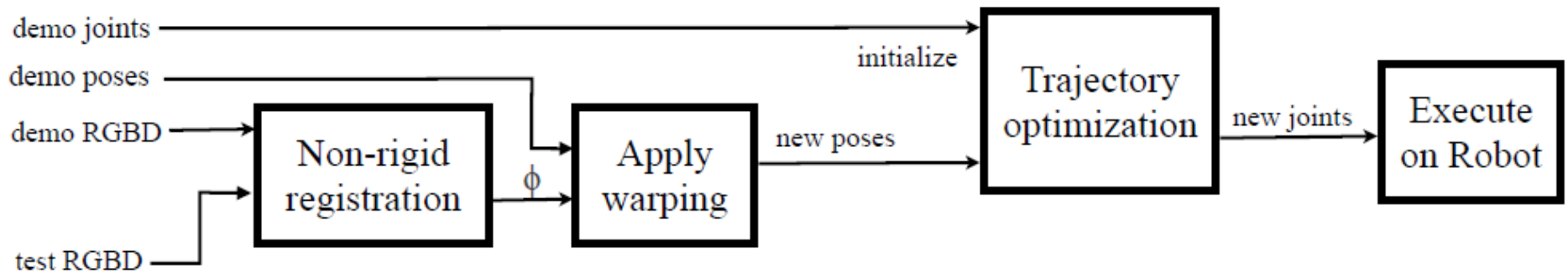


Paper 2: Trajectory Transfer Through Non-Rigid Registration



Goal: Collect demonstration of a task and apply it to a new world through a non-rigid registration followed by a warping.

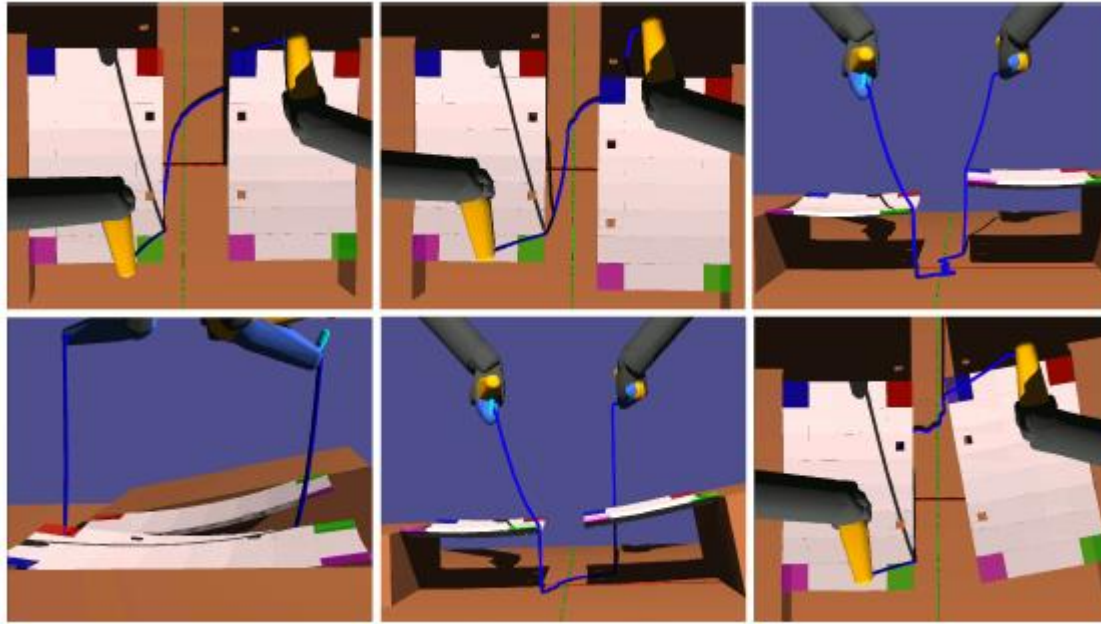
The Plan



The Plan

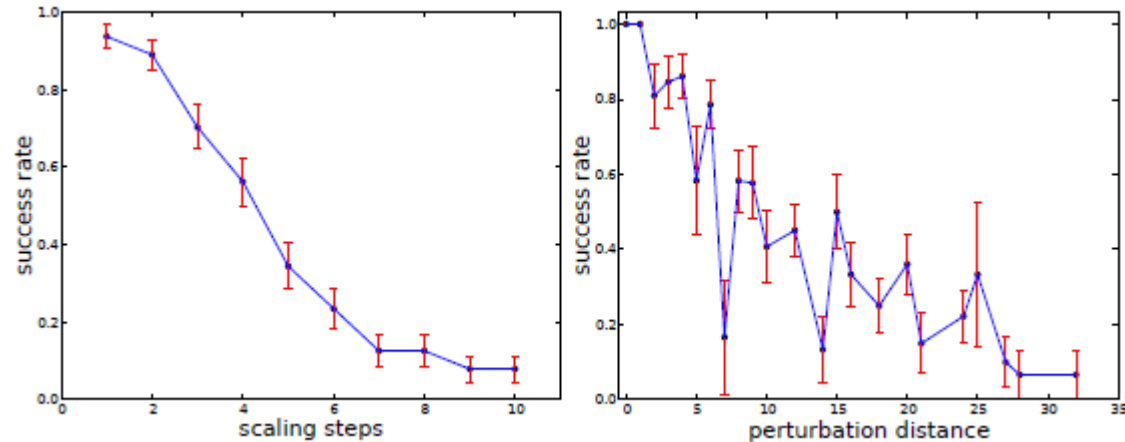
1. Find a transformation from the demonstration to the test scene.
 - Used Thin Plate Spline Robust Point Matching
2. Apply transformation to the demonstrated trajectory
3. Convert end-effector trajectory to a joint trajectory
4. Execute on the real robot

Raven Simulation Results



- Applied different x,y,z translations and rotations to a second suture pad
- 64 possible combinations, with 10 possible scalings: 640 trials

Raven Simulation Results



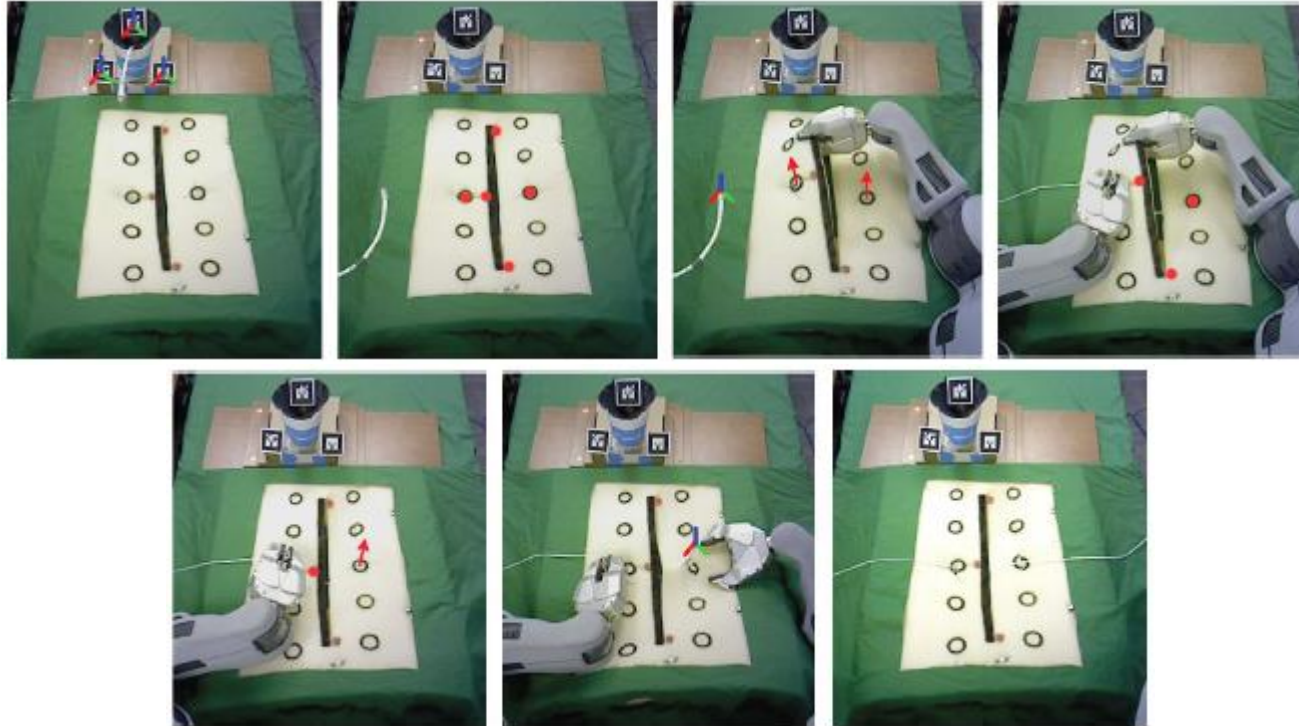
- Lower success rate with more scaling
- Common problems:
 - Grasping suture thread
 - Passing needle through holes
 - Suture moved during trial

Real World Trial: PR2



Conor McGann, Eric Berger, Jonathan Bohren, Sachin Chitta, Brian Gerkey, Stuart Glaser, Bhaskara Marthi, Wim Meeussen, Tony Pratkanis, Eitan Marder-Eppstein, et al. Model-based, hierarchical control of a mobile manipulation platform. In 4th workshop on planning and plan execution for real world systems, ICAPS, 2009.

PR2 Suturing Results



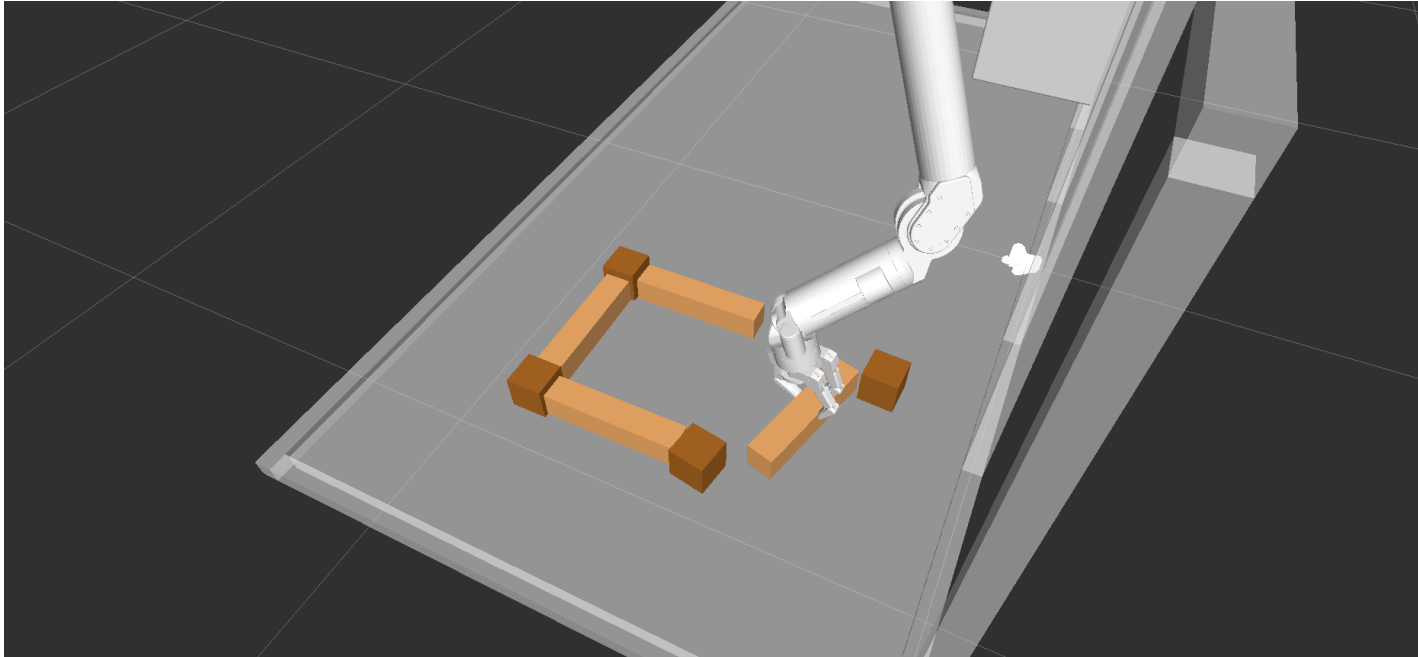
- Task: pierce and re-grasp needle
- Human identified suture points; procedure was not entirely automatic

PR2 Suturing Results

- 87% overall success rate
- 100% success rate with low perturbations
- Successful even in the case of deformations on the x or y axis

Perturbation	Success Rate
10° x rotation	2/2
15° x rotation	2/2
-10° x rotation	2/2
-15° x rotation	1/2
10° y rotation	2/2
15° y rotation	2/2
-10° y rotation	2/2
-15° y rotation	2/2
10° z rotation	2/2
15° z rotation	0/2
-10° z rotation	2/2
-15° z rotation	2/2
Bend x -axis	2/2
Bend y -axis	2/2
Diagonal holes	1/2

Relevance



- Both methods may be useful for learning from demonstration
- The second method is easier to implement, and may be more practical as a starting point

Questions?